Lifestride 7500 and 9000 Series

How To...REMOVE AND REPLACE THE STOP SWITCH

Stop Switch Service Kit No. GK26-00002-0023

Step 1

Turn the power OFF by unplugging the machine at the wall outlet.

Step 2

Remove the DISPLAY CONSOLE from the machine.

Step 3

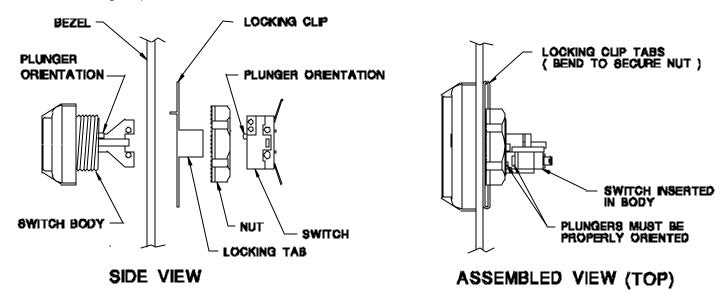
Remove the BEZEL (FACE PLATE) from the DISPLAY CONSOLE.

Step 4

Disconnect the wiring from the worn STOP SWITCH.

Step 5

Remove the worn STOP SWITCH from the BEZEL ASSEMBLY. Depending on the type of switch previously used, it may be necessary to damage the existing STOP SWITCH to accomplish this task. Take special care not to cause damage to the BEZEL ASSEMBLY during this procedure.



Step 6

Insert the STOP SWITCH BODY through the opening in the front of the BEZEL ASSEMBLY taking note to orient the SWITCH BODY so the word "STOP" is readable from the face of the BEZEL.

Step 7

Slide the locking CLIP from the rear of the BEZEL over the SWITCH BODY.

Step 8

Install the plastic NUT on to the threaded portion of the SWITCH BODY with the flat side toward the BEZELand tighten 1/8 of a turn past hand tight. (Torque 10-15 in/lbs.)

CAUTION: OVERTIGHTENING THE NUT MAY CAUSE DAMAGE TO THE SWITCH BODY OR THE BEZEL.

Step 9

Bend each of the two LOCKING CLIP TABS of the LOCKING CLIP 90 degrees to secure the NUT into position and prevent it from rotating. It may be necessary to back off the NUTslightly to insure that the tabs come in contact with a flat spot on the NUT. The LOCKING CLIP TABS can sustain being bent several times to insure a tight lock.

Step 10

Insert the SWITCH into the SWITCH BODY taking special note to orient the two parts so the SWITCH PLUNGERS make contact upon assembly. **DO NOT** bend the CONNECTOR TABS on the switch.

NOTE: VERIFY THAT THE PLUNGERS ARE MAKING CONTACT BY PRESSING THE STOP BUTTON AND VISUALLY INSURING THEY TOUCH EACH OTHER. A CLICKING SOUND WILL BE HEARD FROM THE SWITCH IF THE ASSEMBLY HAS BEEN INSTALLED PROPERLY.

Step 11

Reconnect the wiring *being extremely careful not to bend or break the connecting tabs of the switch* and reverse Steps 1 through 3 to return all parts to their proper position.